
Subject: Re: what about VectorBiMap / ArrayBiMap ?

Posted by [mirek](#) on Fri, 30 Apr 2010 20:54:29 GMT

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kohait00 wrote on Fri, 30 April 2010 10:32@Mirek:

direction is meant to be key -> value, or value -> key;

say i have a pair of Strings, in a capable VectorBiMap,
and add "MyKey" | "MyValue" pair (here spoken as key/value), then i will be able to find location of
"MyValue" *VIA HASH* of "MyKey", what is trivial and possible with VectorMap.

but what if i want to be able to find location of "MyKey" (which is same location of "MyValue") *VIA
HASH* of "MyValue"?

this is currently not possible, except manually using 2 Indexes, separately driving their api
together. But is quite cool.

usecase: (simple and stupid) a dictionary 2 languages with exactly a pair of words like "Buenos
Dias" <=> "Hi" (stupid)
and a *HIGH* speed translation in *BOTH* directions needed.

```
Index<String> spain;
```

```
Index<String> english;
```

```
void AddWord(const String& sp, const String& en)
{
    spain.Add(sp);
    english.Add(en);
}
```

```
String EnglishToSpain(const String& w)
{
    int q = english.Find(w);
    return q >= 0 ? spain[q] : String();
}
```

```
String SpainToEnglish(const String& w)
{
    int q = spain.Find(w);
    return q >= 0 ? english[q] : String();
}
```

Mirek
